

## EAST Search History (Prior Art)

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L1	15	((FRANS) near2 (GERRITSEN).INV.	US-PGPUB; USPAT; USOCR	OR	ON	2010/11/17 09:42
L2	29	((STEVEN) near2 (LOBREGT).INV.	US-PGPUB; USPAT; USOCR	OR	ON	2010/11/17 09:42
L3	164	((ray with (travers\$4 or cast\$4 or trac\$4)) and protocol) and ((3D* or ((three or "3") near dimension\$4) or "3-D") same (volum\$4 or voxel)) and (medical\$4 or organ or blood or tissue or ct or mri or xray or "x-ray") and (view or viewpoint or (view near point)) same (project\$4 or screen or display) with (pixel)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2010/11/17 09:42
L4	17	((pluralt\$4 or various\$4 or differen\$4 or many) near (algorithm or method)) with ray with volum\$4	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2010/11/17 09:42
L5	269	((ray with (travers\$4 or cast\$4 or trac\$4)) and ((chang\$4 or alter\$4 or shift\$4 or manipulat\$4 or switch\$4) with (render\$4 or display\$4 or raster\$4 or general\$4) with (algorithm or parameter\$4 or process\$4))) and ((3D* or ((three or "3") near dimension\$4) or "3-D") same (volum\$4 or voxel)) and ((position\$4 or direction\$4 or step\$4) with ray))	US-PGPUB	OR	ON	2010/11/17 09:43
L6	796	((ray with (travers\$4 or cast\$4 or trac\$4)) and ((chang\$4 or alter\$4 or shift\$4 or manipulat\$4 or switch\$4) with (algorithm or method or process\$4))) and ((3D* or ((three or "3") near dimension\$4) or "3-D") same (volum\$4 or voxel)) and ((position\$4 or direction\$4 or step\$4) with ray))	US-PGPUB	OR	ON	2010/11/17 09:43
L7	0	((ray with (travers\$4 or cast\$4 or trac\$4)) and ((chang\$4 or alter\$4 or shift\$4 or manipulat\$4 or switch\$4) with rendering with (algorithm or method or process\$4))) and ((3D* or ((three or "3") near dimension\$4) or "3-D") same (volum\$4 or voxel)) and ((position\$4 or direction\$4 or step\$4) with ray))	US-PGPUB	OR	ON	2010/11/17 09:43
L8	13	(((contribut\$4) with pixel) same voxel) same (ray with (travers\$4 or cast\$4 or trac\$4)) same (volum\$4 with render\$4)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2010/11/17 09:43
L9	512	((ray with (travers\$4 or cast\$4 or trac\$4)) and ((select\$4 or choose or chosen or decide or determin\$4 or pick\$4) with (render\$4 or display\$4 or raster\$4 or general\$4) with (algorithm or parameter\$4 or process\$4))) and ((3D* or ((three or "3") near dimension\$4) or "3-D") same (volum\$4 or voxel)) and ((position\$4 or direction\$4 or step\$4) with ray))	US-PGPUB	OR	ON	2010/11/17 09:44
L10	6	((ray with (travers\$4 or cast\$4 or trac\$4)) same ((select\$4 or choose or chosen or decide or determin\$4 or pick\$4) with (render\$4 or display\$4 or raster\$4 or general\$4) with (algorithm or parameter\$4 or process\$4))) same ((3D* or ((three or "3") near dimension\$4) or "3-D") same (volum\$4 or voxel)) same ((position\$4 or direction\$4 or step\$4) with ray))	US-PGPUB	OR	ON	2010/11/17 09:44
L11	2	(jump\$4 with (forward or backward)) and (((ray with (travers\$4 or cast\$4 or trac\$4)) and ((select\$4 or choose or chosen or decide or determin\$4 or pick\$4) with (render\$4 or display\$4 or raster\$4 or general\$4) with (algorithm or parameter\$4 or process\$4))) and ((3D* or ((three or "3") near dimension\$4) or "3-D") same (volum\$4 or voxel)) and ((position\$4 or direction\$4 or step\$4) with ray))	US-PGPUB	OR	ON	2010/11/17 09:47
L12	1	(jump\$4 with (forward or backward) with ray) and (((ray with (travers\$4 or cast\$4 or trac\$4)) and ((select\$4 or choose or chosen or decide or determin\$4 or pick\$4) with (render\$4 or display\$4 or raster\$4 or general\$4) with (algorithm or parameter\$4 or process\$4))) and ((3D* or ((three or "3") near dimension\$4) or "3-D") same (volum\$4 or voxel)) and ((position\$4 or direction\$4 or step\$4) with ray))	US-PGPUB	OR	ON	2010/11/17 09:47
L13	1	(step with direct\$4) and (jump\$4 with (forward or backward) with ray) and (((ray with (travers\$4 or cast\$4 or trac\$4)) and ((select\$4 or choose or chosen or decide or determin\$4 or pick\$4) with (algorithm or parameter\$4 or process\$4))) and ((3D* or ((three or "3") near dimension\$4) or "3-D") same (volum\$4 or voxel)) and ((position\$4 or direction\$4 or step\$4) with ray))	US-PGPUB	OR	ON	2010/11/17 09:47

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L14	1	((step with size) and (jump\$4 with (forward or backward) with ray) and (((ray with (travers\$4 or cast\$4 or trac\$4)) and ((select\$4 or choose or chosen or decide or determine\$4 or pick\$4) with (algorithm or parameter\$4 or process\$4))) and ("3D" or ((three or "3") near dimension\$4) or "3-D") same (volum\$4 or voxel)) and ((position\$4 or direction\$4 or step\$4) with ray))	US-PGPUB	OR	ON	2010/11/17 09:47
L15	1	((step with size) same ray) and (jump\$4 with (forward or backward) with ray) and (((ray with (travers\$4 or cast\$4 or trac\$4)) and ((select\$4 or choose or chosen or decide or determine\$4 or pick\$4) with (algorithm or parameter\$4 or process\$4))) and ("3D" or ((three or "3") near dimension\$4) or "3-D") same (volum\$4 or voxel)) and ((position\$4 or direction\$4 or step\$4) with ray))	US-PGPUB	OR	ON	2010/11/17 09:48
L16	1	((switch\$4 or chang\$4 or alter\$4 or manipula\$4) with featur\$4 with detect\$4) and ((step with size) same ray) and (jump\$4 with (forward or backward) with ray) and (((ray with (travers\$4 or cast\$4 or trac\$4)) and ((select\$4 or choose or chosen or decide or determine\$4 or pick\$4) with (algorithm or parameter\$4 or process\$4))) and ("3D" or ((three or "3") near dimension\$4) or "3-D") same (volum\$4 or voxel)) and ((position\$4 or direction\$4 or step\$4) with ray))	US-PGPUB	OR	ON	2010/11/17 09:53
L17	1	((switch\$4 or chang\$4 or alter\$4 or manipula\$4) with featur\$4 with detect\$4) and ((step with size) same ray) and (jump\$4 with (forward or backward) with ray) and (((ray with (travers\$4 or cast\$4 or trac\$4)) and ("3D" or ((three or "3") near dimension\$4) or "3-D") same (volum\$4 or voxel)) and ((position\$4 or direction\$4 or step\$4) with ray))	US-PGPUB	OR	ON	2010/11/17 09:55
L18	1	((switch\$4 or chang\$4 or alter\$4 or manipula\$4) with rendering with algorithm) and ((step with size) same ray) and (jump\$4 with (forward or backward) with ray) and (((ray with (travers\$4 or cast\$4 or trac\$4)) and ("3D" or ((three or "3") near dimension\$4) or "3-D") same (volum\$4 or voxel)) and ((position\$4 or direction\$4 or step\$4) with ray))	US-PGPUB	OR	ON	2010/11/17 09:55
L19	675	(345/424).CCLS.	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT ; IBM_TDB	OR	OFF	2010/11/17 09:56
L20	12	((ray with (travers\$4 or cast\$4 or trac\$4) and protocol) and ("3D" or ((three or "3") near dimension\$4) or "3-D") same (volum\$4 or voxel)) and (medical\$4 or organ or blood or tissue or ct or mri or xray or "x-ray") and ((view or viewpoint or (view near point)) same (project\$4 or screen or display) with (pixel)) and 19	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2010/11/17 09:56
L21	0	((pluralt\$4 or various\$4 or differen\$4 or many) near (algorithm or method)) with ray with volum\$4 and 19	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2010/11/17 09:56
L22	23	((ray with (travers\$4 or cast\$4 or trac\$4)) and ((chang\$4 or alter\$4 or shift\$4 or manipula\$4 or switch\$4) with (render\$4 or display\$4 or raster\$4 or general\$4) with (algorithm or parameter\$4 or process\$4))) and ("3D" or ((three or "3") near dimension\$4) or "3-D") same (volum\$4 or voxel)) and ((position\$4 or direction\$4 or step\$4) with ray)) and 19	US-PGPUB	OR	ON	2010/11/17 09:56
L23	38	((ray with (travers\$4 or cast\$4 or trac\$4)) and ((chang\$4 or alter\$4 or shift\$4 or manipula\$4 or switch\$4) with (algorithm or method or process\$4))) and ("3D" or ((three or "3") near dimension\$4) or "3-D") same (volum\$4 or voxel)) and ((position\$4 or direction\$4 or step\$4) with ray)) and 19	US-PGPUB	OR	ON	2010/11/17 09:57
L24	0	((ray with (travers\$4 or cast\$4 or trac\$4)) and ((chang\$4 or alter\$4 or shift\$4 or manipula\$4 or switch\$4) with rendering with (algorithm or method or process\$4))) and ("3D" or ((three or "3") near dimension\$4) or "3-D") same (volum\$4 or voxel)) and ((position\$4 or direction\$4 or step\$4) with ray)) and 19	US-PGPUB	OR	ON	2010/11/17 09:57
L25	6	((contribute\$4) with pixel) same voxel) same ray with (travers\$4 or cast\$4 or trac\$4) same (volum\$4 with render\$4) and 19	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2010/11/17 09:57

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L26	25	((ray with (traverse\$4 or cast\$4 or trac\$4)) and ((select\$4 or choose or chosen or decide or determine\$4 or pick\$4) with (render\$4 or display\$4 or raster\$4 or general\$4) with (algorithm or parameter\$4 or process\$4)) and ("3D" or ((three or "3") near dimension\$4) or "3-D") same (volume\$4 or voxel)) and ((position\$4 or direction\$4 or step\$4) with ray)) and 19	US-PGPUB	OR	ON	2010/11/17 09:57
L27	1	((ray with (traverse\$4 or cast\$4 or trac\$4)) same ((select\$4 or choose or chosen or decide or determine\$4 or pick\$4) with (render\$4 or display\$4 or raster\$4 or general\$4) with (algorithm or parameter\$4 or process\$4)) same ("3D" or ((three or "3") near dimension\$4) or "3-D") same (volume\$4 or voxel)) same ((position\$4 or direction\$4 or step\$4) with ray)) and 19	US-PGPUB	OR	ON	2010/11/17 09:57
L28	0	(jump\$4 with (forward or backward) and (((ray with (traverse\$4 or cast\$4 or trac\$4)) and ((select\$4 or choose or chosen or decide or determine\$4 or pick\$4) with (render\$4 or display\$4 or raster\$4 or general\$4) with (algorithm or parameter\$4 or process\$4)) and ("3D" or ((three or "3") near dimension\$4) or "3-D") same (volume\$4 or voxel)) and ((position\$4 or direction\$4 or step\$4) with ray)) and 19	US-PGPUB	OR	ON	2010/11/17 09:57
L29	0	(jump\$4 with (forward or backward) by ray and (((ray with (traverse\$4 or cast\$4 or trac\$4)) and ((select\$4 or choose or chosen or decide or determine\$4 or pick\$4) with (render\$4 or display\$4 or raster\$4 or general\$4) with (algorithm or parameter\$4 or process\$4)) and ("3D" or ((three or "3") near dimension\$4) or "3-D") same (volume\$4 or voxel)) and ((position\$4 or voxel)) and ((position\$4 or direction\$4 or step\$4) with ray)) and 19	US-PGPUB	OR	ON	2010/11/17 09:57
L30	0	(step with size) and (jump\$4 with (forward or backward) by ray) and (((ray with (traverse\$4 or cast\$4 or trac\$4)) and ((select\$4 or choose or chosen or decide or determine\$4 or pick\$4) with (algorithm or parameter\$4 or process\$4)) and ("3D" or ((three or "3") near dimension\$4) or "3-D") same (volume\$4 or voxel)) and ((position\$4 or direction\$4 or step\$4) with ray)) and 19	US-PGPUB	OR	ON	2010/11/17 09:57
L31	0	(step with size) and (jump\$4 with (forward or backward) by ray) and (((ray with (traverse\$4 or cast\$4 or trac\$4)) and ((select\$4 or choose or chosen or decide or determine\$4 or pick\$4) with (algorithm or parameter\$4 or process\$4)) and ("3D" or ((three or "3") near dimension\$4) or "3-D") same (volume\$4 or voxel)) and ((position\$4 or direction\$4 or step\$4) with ray)) and 19	US-PGPUB	OR	ON	2010/11/17 09:57
L32	0	((step with size) same ray) and (jump\$4 with (forward or backward) by ray) and (((ray with (traverse\$4 or cast\$4 or trac\$4)) and ((select\$4 or choose or chosen or decide or determine\$4 or pick\$4) with (algorithm or parameter\$4 or process\$4)) and ("3D" or ((three or "3") near dimension\$4) or "3-D") same (volume\$4 or voxel)) and ((position\$4 or direction\$4 or step\$4) with ray)) and 19	US-PGPUB	OR	ON	2010/11/17 09:57
L33	0	((switch\$4 or chang\$4 or alter\$4 or manipula\$4) with featur\$4 with detect\$4) and ((step with size) same ray) and (jump\$4 with (forward or backward) by ray) and (((ray with (traverse\$4 or cast\$4 or trac\$4)) and ((select\$4 or choose or chosen or decide or determine\$4 or pick\$4) with (algorithm or parameter\$4 or process\$4)) and ("3D" or ((three or "3") near dimension\$4) or "3-D") same (volume\$4 or voxel)) and ((position\$4 or direction\$4 or step\$4) with ray)) and 19	US-PGPUB	OR	ON	2010/11/17 09:58
L34	0	((switch\$4 or chang\$4 or alter\$4 or manipula\$4) with feature\$4 with detect\$4) and ((step with size) same ray) and (jump\$4 with (forward or backward) by ray) and (((ray with (traverse\$4 or cast\$4 or trac\$4)) and ("3D" or ((three or "3") near dimension\$4) or "3-D") same (volume\$4 or voxel)) and ((position\$4 or direction\$4 or step\$4) with ray)) and 19	US-PGPUB	OR	ON	2010/11/17 09:58
L35	0	((switch\$4 or chang\$4 or alter\$4 or manipula\$4) with rendering with algorithm) and ((step with size) same ray) and (jump\$4 with (forward or backward) by ray) and (((ray with (traverse\$4 or cast\$4 or trac\$4)) and ("3D" or ((three or "3") near dimension\$4) or "3-D") same (volume\$4 or voxel)) and ((position\$4 or direction\$4 or step\$4) with ray)) and 19	US-PGPUB	OR	ON	2010/11/17 09:58